[0038]

Please replace paragraph number ~~[0039]~~ with the following rewritten paragraph:

~~[0039]~~ Pressing the power button 77 causes the batteries to supply power to the printed circuit board 81, display screen 31 and speaker 91. Text messages allowing the player to select various features of the game are displayed in the dot-matrix portion 33 of the display screen. ~~LCD's~~ LED's 83 mounted on the printed circuit board are lit to simulate the lights of a stand-up pinball game. Speaker 91 emits sounds in response to play of the hand-held pinball game 11 to simulate the sounds of a stand-up pinball game. Pressing sound button 78 alternately turns the speaker 91 on and off, thereby allowing the player to mute the sounds if desired.

[0039]

Please replace paragraph number ~~[0040]~~ with the following rewritten paragraph:

~~[0040]~~ Once the desired features of the game have been selected, a simulated pinball ~~91~~ 71 is launched into play by pulling back on the plunger 76. Initially, all the plunger segments 36 are energized. As the plunger 76 is pulled further back, more plunger segments 36 become de-energized and disappear. The fewer plunger segments 36 that are visible, i.e., the more plunger segments that are de-energized, the more power that is to be supplied to the launched simulated pinball 71. If a weaker launch is desired, a minimal amount of plunger segments 36 should be de-energized. The player releases the plunger 76 when a desired amount of plunger segments 36 have been de-energized corresponding to the amount of power to be supplied to the simulated pinball 71.